

Draft Strikeout/Underline Language for Subdivision Procedures

§ 125.0530 Decision Process for a Parcel Map

- (a) ~~A decision on a *parcel map* that includes vacations, agreements, or other conditions that require City Council approval shall be made by the City Council in accordance with the *Subdivision Map Act*. A decision on all other *parcel maps* shall be made by the City Engineer in accordance with Process One and the *Subdivision Map Act*.~~
- (b) The City ~~Manager~~ Engineer may accept *dedications of public rights-of-way* and easements in conjunction with a *parcel map*.

§ 125.0540 Approval Requirements for a Parcel Map

- (a) A *parcel map* must comply with the provisions of Chapter 14, Article 4 (Subdivision Regulations).
- (b) Any condition imposed as part of the approval of the *tentative map* must be satisfied before the City Engineer executes the *parcel map* Certificate in accordance with the *Subdivision Map Act*, Section 66450. ~~Where *parcel maps* are submitted to the City Council for approval, improvement conditions may be satisfied by an agreement as outlined in the *Subdivision Map Act*.~~

§ 125.0630 Decision Process for a Final Map

The City ~~Council~~ Engineer shall approve or deny a final map in accordance with the *Subdivision Map Act*.
The City Engineer's decision may be appealed to the City Council.

§ 125.0640 Approval Requirements for a Final Map

- (a) The City ~~Council~~ Engineer shall not approve a final map unless the final map and any associated documents have been prepared in accordance with the Land Development Manual, the required fees and deposits have been paid, and all other conditions of the *tentative map* and any other associated permits have been met.
- (b) The City Manager or designee may enter into all agreements directly related to the approval of the final map on behalf of the City.
- (b~~c~~) In order to approve a final map for a condominium conversion, the City ~~Council~~ Engineer shall find that notice has been given in accordance with Section 125.0431.